

AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all previous claims, and listings of claims, in the application.

1. (Currently amended): A game machine comprising:

a display module having multiple display areas that is capable of displaying initial imagery at the start of a game comprising a changing grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol ~~display at a start of a game and final imagery at the end of said game comprising a final combination of symbols comprising a fixed grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol,~~ wherein ~~multiple symbols in a static display in multiple display areas of said display module are changing constantly to various symbols comprising a wild symbol, said display module being capable of displaying said static display wherein said symbols in said changing display become static again in said multiple display areas of said display module;~~

an evaluation module that can recognize arrangements of said symbols in said static display;
and

a display mechanism ~~in said display module~~ that vibrates different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while said at least one of said morphable wild symbols morphs at least once from said morphable wild symbol to another symbol ~~in said display module, to thereby visually differentiate~~ differentiating at least one of:

multiple winning arrangements of symbols including said morphable wild symbol,
by which multiple wins are established; and

multiple win lines related to said multiple winning arrangements of said symbols including said morphable wild symbol, by which said multiple wins are established,

when said evaluation module recognizes and determines that a pre-determined combination of said symbols, in which at least one said morphable wild symbol is included, is arranged in such a way that said multiple wins are established by the shared inclusion of said at least one morphable wild symbol in at least two of said multiple winning arrangements of symbols;

wherein said display mechanism uses a time interval to change said optional at least one morphable wild symbol shared in said winning arrangements to the other types of said symbols that established said winning arrangements.

2. (Currently amended): A game machine comprising:

a display module having multiple display areas that is capable of displaying initial imagery at the start of a game comprising a changing grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol ~~display at a start of a game and final imagery at the end of said game comprising a final combination of symbols comprising a fixed grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol,~~ wherein ~~multiple symbols in a static display in multiple display areas of said display module are changing constantly to various symbols comprising a wild symbol, said display module being capable of displaying said static display wherein said symbols in said changing display become static again in said multiple display areas of said display module;~~

a ~~static~~-symbol determining module that determines each said symbol in said ~~static display~~ initial and final imagery in said multiple display areas of said display module;

an evaluation module that can recognize arrangements of said symbols in said initial and final ~~static display~~ determined by said ~~static~~-symbol determination module; and

a display mechanism that vibrates different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while at least one of said morphable wild symbols morphs at least once from said morphable wild symbol to another symbol, thereby visually differentiating in said display module, to thereby visually differentiate at least one of:

multiple winning arrangements of symbols including said morphable wild symbol, by which multiple wins are established; and

multiple win lines related to said multiple winning arrangements of said symbols including said morphable wild symbol, by which said multiple wins are established,

when said evaluation module recognizes and determines that a pre-determined combination of said symbols, in which at least one said morphable wild symbol is included, is arranged in such a

way that said multiple wins are established by the shared inclusion of said at least one wild symbol in at least two of said multiple winning arrangements of symbols;

wherein said display mechanism uses a time interval to change said optional at least one wild morphable symbol shared in said winning arrangements to the other types of said symbols that established said winning arrangements.

3. (Previously presented): The game machine as described in Claim 1, wherein said display mechanism sequentially visually differentiates at least one of:

said multiple winning arrangements of said symbols by which said multiple wins are established; and

said win lines related to said multiple winning arrangements of said symbols by which said multiple wins are established,

according to each individual winning pattern established by said multiple winning arrangements of said symbols by which said multiple wins are established.

4. (Currently amended): The game machine as described in Claim 1, wherein said display mechanism visually differentiates by vibrating in said display module said symbols that are arranged to establish said multiple wins which share at least one common wild morphable symbol.

5. (Canceled)

6. (Currently amended): The game machine as described in Claim 2, wherein:

said display mechanism displays said morphable wild symbol in one of said display areas of said display module in a static display, while said symbols in other said display areas of said display module are in a changing display; and

said morphable wild symbol is vibrated when said evaluation module determines that said pre-determined combination of symbols are arranged in said multiple winning arrangements.

7. (Currently amended): The game machine as described in Claim 1, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said winning arrangement of said symbols, wherein said multiplication factor, together with said morphable wild symbol, is displayed in each of said display areas of said display module where said morphable wild symbol is displayed.

8. (Currently amended): A method for providing a game program, said method comprising the steps of:

providing a display having multiple display areas and comprising a changing display displaying initial imagery display at the start of a game comprising a changing grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol display at a start of a game and final imagery at the end of said game comprising a final combination of symbols comprising a fixed grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol, ~~which multiple symbols in a static display in multiple display areas of said display module are changing constantly to various symbols comprising a wild symbol, said display further comprising said static display in which said symbols in said changing display become static again in said multiple display areas of said display;~~

determining said symbols in said ~~static~~ final imagery display in each of said display areas of said display;

recognizing an arrangement of said symbols in said ~~final static~~ display; and

vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while at least one of said morphable wild symbols morphs at least once from said morphable wild symbol to another symbol, thereby visually differentiating, to thereby provide a visual differentiation of, at least one of:

said arrangement of said symbols including said morphable wild symbol, by which multiple wins are established in said static display; and

a win line associated with said arrangement of said symbols including said morphable wild symbol, by which said multiple wins are established,

when a pre-determined combination of said symbols is arranged so that said multiple wins are established by including at least one of said morphable wild symbols;

changing on a time interval at least one common wild symbol shared in said winning arrangements to the other types of said symbols that established said winning arrangements.

9. (Previously presented): The game machine as described in Claim 2, wherein said display mechanism sequentially visually differentiates at least one of:

said multiple winning arrangements of said symbols by which said multiple wins are established; and

said win lines related to said multiple winning arrangements of said symbols by which said multiple wins are established,

according to each individual winning pattern established by said multiple winning arrangements of said symbols by which said multiple wins are established.

10. (Currently amended): The game machine as described in Claim 2, wherein said display mechanism visually differentiates by vibrating in said display module said symbols that are arranged to establish said multiple wins which share at least one common morphable wild symbol.

11. (Previously presented): The game machine as described in Claim 3, wherein said display mechanism visually differentiates by vibrating in said display module said symbols that are arranged to establish said multiple wins which share at least one common wild symbol.

12-13. (Canceled)

14. (Currently amended): The game machine as described in Claim 2, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said winning arrangement of said symbols, wherein said multiplication factor, together with said wild symbol, is displayed in each of said display areas of said display module where said morphable wild symbol is displayed.

15. (Currently amended): The game machine as described in Claim 3, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said winning arrangement of said symbols, wherein said multiplication factor, together with said morphable wild symbol, is displayed in each of said display areas of said display module where said morphable wild symbol is displayed.

16. (Currently amended): The game machine as described in Claim 4, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said winning arrangement of said symbols, wherein said multiplication factor, together with said morphable wild symbol, is displayed in each of said display areas of said display module where said morphable wild symbol is displayed.

17. (Currently amended): The game machine as described in Claim 1, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said winning arrangement of said symbols, wherein said multiplication factor, together with said morphable wild symbol, is displayed in each of said display areas of said display module where said morphable wild symbol is displayed.

18. (Currently amended): A method of providing a game, said method comprising the steps of:
providing a display displaying initial imagery at the start of a game comprising a changing grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol display at a start of a game and final imagery at the end of said game comprising a final combination of symbols comprising a fixed grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol, multiple symbols in a static display in multiple display areas of said display module are changing constantly to various symbols comprising a wild symbol, , said display further comprising said static display in which said symbols in said changing display become static again in said multiple display areas of said display;
recognizing an arrangement of said symbols in said final imagery~~static display~~; and

vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while at least one of said morphable wild symbols morphs at least once from said morphable wild symbol to another symbol, thereby visually differentiating, to thereby provide a visual differentiation of, at least one of:

said arrangement of said symbols by which multiple wins are established in said final imagery~~static display~~; and

a win line associated with said arrangement of said symbols including said morphable wild symbol, by which said multiple wins are established,

when a pre-determined combination of said symbols including said morphable wild symbol, is arranged so that said multiple wins are established by including at least one of said morphable wild symbols;

changing on a time interval at least one common morphable wild symbol shared in said winning arrangements to the other types of said symbols that established said winning arrangements.

19. (Previously presented): The method as described in Claim 8, wherein at least one of: said arrangement of said symbols by which said multiple wins are established and said win line associated with said arrangement of said symbols by which said multiple wins are established are sequentially visual differentiated according to each individual winning pattern established by said arrangement of said symbols by which said multiple wins are established.

20. (Currently amended): The method as described in Claim 8, wherein said step of providing a visual display comprises the step of vibrating said symbols that are arranged to establish said multiple wins which share at least one common morphable wild symbol.

21. (Canceled)

22. (Currently amended): The method as described in Claim 8, wherein:

said morphable wild symbol in one of said display areas ~~of said display is displayed in a static display~~, while said symbols in other said display areas of said display are ~~in a changing display~~; and

said morphable wild symbol is vibrated when said pre-determined combination of said symbols is arranged so that said multiple wins are established.

23. (Currently amended): The method as described in Claim 8, further comprising the step of selecting a multiplication factor for game points that is pre-determined according to said arrangement of said symbols, wherein said multiplication factor, together with said morphable wild symbol, is displayed in each of said display areas of said display where said morphable wild symbol is displayed.

24. (Currently Amended): A game machine comprising:

a display module that is capable of displaying initial imagery display at the start of a game comprising a changing grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol ~~display at a start of a game~~ and final imagery at the end of said game comprising a final combination of symbols comprising a fixed grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol, ~~a changing display at a start of a game, wherein multiple symbols in a static display in multiple display areas of the display module are changing constantly to various symbols including a wild symbol, the display module being capable of displaying the static display wherein the symbols in the changing display become static again in the multiple display areas of the display module~~;

an evaluation module that can recognize arrangements of the symbols in the final imagery ~~static display~~ and can determine that a pre-determined combination of symbols are arranged to establish at least one winning arrangement; and

a display mechanism that visually alters the final imagery ~~static display~~ displayed by the display module to indicate the symbols that establish multiple winning arrangements when at least two of the multiple winning arrangements of symbols are established by the shared inclusion of a common morphable wild symbol ~~by vibrating different symbols, portions of symbols, groups of~~

symbols, or any combination thereof of said final imagery while said final imagery is displayed and while at least one of said morphable wild symbols morphs at least once from said morphable wild symbol to another symbol, thereby visually differentiating at least one of:

said multiple winning arrangements of symbols including said morphable wild symbol; and

multiple win lines related to said multiple winning arrangements of symbols including said morphable wild symbol,

wherein the display mechanism uses a time interval to morphehange the common wild symbol shared in the winning arrangements to the other types of symbols that established the winning arrangements.